

# CATALOG

- For Mainframes
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## CATALOG for Mainframes

**CATALOG** [*object-name* [*library-id* ]

The CATALOG command is used to compile the Natural programming object currently in the source work area of an editor and store the resulting object module in the Natural system file.

### ***object-name***

As *object-name*, you specify the name under which the object is to be cataloged.

If you do not specify an *object-name*, the object is cataloged under the name of the object last read into the source work area (for example, EDIT, READ, RUN).

### ***library-id***

If you do not specify a *library-id*, the object is cataloged in the current library. If you want the object to be cataloged into another library, you must specify the *library-id* of that library.

Under Natural Security, you cannot specify a *library-id*; you can only store an object in your current library.

#### **Note:**

The CATALOG command cannot be used if the **profile parameter** RECAT has been set to ON; in this case, use the STOW command to ensure that source code and object code match.

For LDAs, GDAs and Maps the CATALOG command cannot be invoked from the Next prompt.

## CATALOG for UNIX/OpenVMS

**CATALOG** [*object-name* [*library-id*] ]

The CATALOG command is used to compile the Natural programming object currently in the source work area of an editor and to store the resulting object module.

### ***object-name***

As *object-name*, you specify the name under which the object is to be cataloged.

If you do not specify an *object-name*, the object will be cataloged under the name as set by the last command which caused a source object to be read into the editor (for example, EDIT, READ, RUN).

### ***library-id***

If you do not specify a *library-id*, the object will be cataloged in the current library. If you want the object to be cataloged into another library, you must specify the *library-id* of that library.

Under Natural Security, you cannot specify a *library-id*; that is, you can store an object only in your current library.

### **Note:**

The CATALOG command cannot be used if the profile parameter RECAT has been set to ON; in this case, use the STOW command to ensure that source code and object code match.

## CATALOG for Windows

**CATALOG** [*object-name* [*library-id*] ]

The CATALOG command is used to compile a Natural programming object and store the resulting object module.

The following methods can be used to select the object to be cataloged:

- In the tree view, select the object and choose "Catalog" from the context menu.
- In the tree view, select the object and click the "Catalog" toolbar button.
- From the corresponding editor, by clicking the "Catalog" toolbar button.

**Note:**

The CATALOG command may have been prohibited by the Natural Security administrator.

**Note:**

The CATALOG command cannot be used if the **profile parameter** RECAT has been set to ON; in this case, use the STOW command to compile the object.

### ***object-name***

To catalog an object under a name other than the source name, specify the *object-name* with the CATALOG command.

Object names within a library must be unique.

### ***library-id***

When you catalog an object under a different name, the object will, by default, be stored in the current library. If you wish to store it in another library, specify the desired *library-id* after the *object-name*.

Under Natural Security, you cannot specify a *library-id* because you can only store an object in your current library.